

ANDROID™ NETRUNNER™ THE CARD GAME

STATION ONE

For hundreds of years, humanity has looked to the fourth planet, Mars, as a source of mystery and adventure. Once upon a time, stories of little green men and invaders from Mars were the height of science fiction. Such wonder faded as satellites and rovers explored the Martian surface, but Mars never lost its hold on the human imagination. Today, human beings have not only colonized this world, but the colossal task of terraforming the Red Planet is underway. This new, semi-lawless frontier remains one of the most challenging environments for civilization, yet the hardy Martian settlers have managed to defy the odds and thrive.

TRANS-COLONY RAIL

Built into the flank of Pavonis Mons some sixty kilometers northwest of the megapolis's main structure, Station One is the primary hub of the Bradbury Railway Co., and—to a certain extent—Mars's entire mag-lev network. Station One is far enough away from Bradbury that it requires its own geothermal and atmospheric generation, which the railroad entirely owns and operates. Home to nearly a thousand people, it is not only the central transportation hub, but the main manufactory base for anything that runs on the BRC's mag-lev network. Poseidon Equipment's headquarters are located there, in addition to some Omnicorp and Haas-Bioroid plants.

Anyone traveling to or from Bradbury from any point on Mars inevitably comes through Station One, as does much of the cargo from the Gullivar Starport. While the passenger station is large, it is a tiny fraction of the network. Mag-lev inductrack resembles the large sprawling railyards of twentieth-century Earth. The station itself is housed under a tightly controlled pressure-lock system to ensure the integrity of the passengers' atmosphere. Still, accidents and sabotage have been known to happen, which is why virtually every passenger wears an envirosuit while traveling.

Bradbury's third-largest clan wields the most influence here. Members of Clan Aeneas are often found not only managing and running the Bradbury Railway Co., but also building many of the units that float on the inductrack guideways for Poseidon Equipment. Despite being members of the smallest of the three major clans in Bradbury, they can sometimes wield influence greater than their numbers suggest. Often Cabeiri or Picus needs the support of Aeneas against the other, which allows the clan's cunning leadership to exact valuable concessions.

CREDITS

Cycle Design and Development: Damon Stone with Philip D. Henry

Editing: Jacob Morris

Expansion Graphic Design: Mercedes Opheim

Graphic Design Manager: Brian Schomburg

Art Direction: Taylor Ingvarsson

Managing Art Director: Andy Christensen

Producer: Damon Stone with Erik Dahlman

Original Game Design: Richard Garfield

Android: Netrunner Game Development: Lukas Litzsinger

Android Universe created by: Kevin Wilson with Daniel Lovat Clark

Android Story Team: Daniel Lovat Clark, Michael Hurley, Lukas Litzsinger, Katrina Ostrander

Android: Netrunner Graphic Design: Michael Silsby with Chris Beck, Shaun Boyke, Dallas Mehlhoff, Andrew Navaro, and Evan Simonet

Production Management: Megan Duehn and Simone Elliott

LCG Manager: Chris Gerber

Creative Director: Andrew Navaro

Executive Game Designer: Corey Konieczka

Executive Game Producer: Michael Hurley

Publisher: Christian T. Petersen



PROOF OF
PURCHASE

ADN44
Station One

THE WORLDS OF ANDROID™

**IT IS THE FUTURE.
THE WORLD CHANGED.
PEOPLE DID NOT.**

Where does the advancement of technology lead us? Can we learn from our mistakes? Or are we bound to repeat our errors? From cybercrime to the Worlds War, the 272 full-color pages of *The Worlds of Android* present an overview of a future defined by the rise of monolithic megacorps, the creation of true artificial intelligence, labor forces that consist of clones and bioroids, and the colonization of Mars and the Moon.



WWW.FANTASYFLIGHTGAMES.COM

© 2015 Fantasy Flight Games. *Android* is a TM of Fantasy Flight Games.
The FFG logo is a © of Fantasy Flight Games.

